RadioShack®
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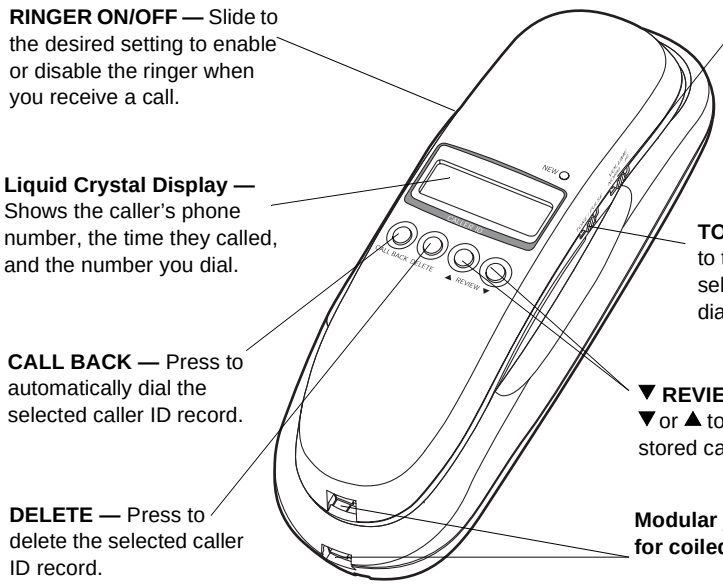
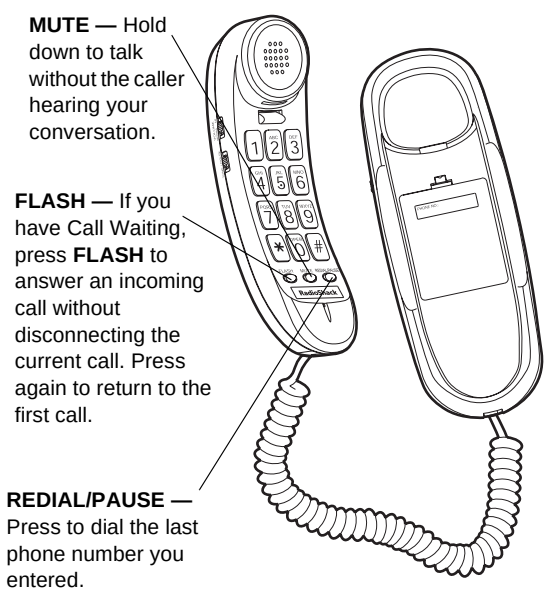
Trim Phone
with Caller ID

OWNER'S MANUAL —
Please read before using this equipment.

43-3904


RINGER ON/OFF — Slide to the desired setting to enable or disable the ringer when you receive a call.
Liquid Crystal Display — Shows the caller's phone number, the time they called, and the number you dial.
CALL BACK — Press to automatically dial the selected caller ID record.
DELETE — Press to delete the selected caller ID record.
VOLUME NORM/HI — Slide **VOLUME to NORM** or **HI** to adjust the handset volume to a comfortable listening level.
TONE/PULSE — Slide to the desired setting to select tone or pulse dialing.
▼ REVIEW ▲ — Press ▼ or ▲ to scroll through the stored caller ID records.
Modular jacks for coiled cord


MUTE — Hold down to talk without the caller hearing your conversation.
FLASH — If you have Call Waiting, press **FLASH** to answer an incoming call without disconnecting the current call. Press again to return to the first call.
REDIAL/PAUSE — Press to dial the last phone number you entered.

BATTERY NOTES

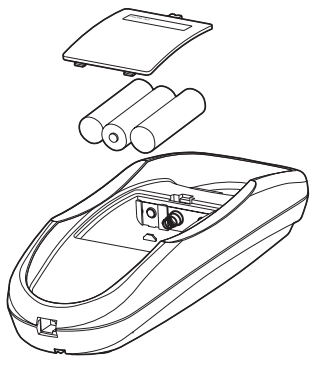
- Dispose of old batteries promptly and properly.
- Do not burn or bury batteries.
- Use only fresh batteries of the required size and recommended type.
- Do not mix old and new batteries, different types of batteries (standard, alkaline, or rechargeable), or rechargeable batteries of different capacities.
- If you do not plan to use the phone for two weeks or longer, remove the batteries. Batteries can leak chemicals that can destroy electronic parts.
- You must install the batteries before connecting the telephone to the wall jack. If no batteries are installed, the telephone and Caller ID will not work.

PREPARATION

Installing Batteries

Your phone requires three AA batteries (not supplied) for power.

1. Use a flat-blade screwdriver to lift and remove the battery compartment door.
2. Insert three AA batteries into the compartment as indicated by the polarity symbols (+ and –) marked inside.



3. Snap the battery compartment door back into place. When ⊄ appears on the display or the display dims, replace the batteries.

Selecting a Location

Select a location for your telephone that is:

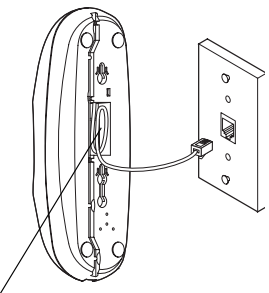
- Near a telephone jack
- Not in the way of normal activities

Mounting the Phone

You can mount your telephone on a wall plate, on a wall, or place it on a shelf, desk, or table.

On a Wall Plate

1. Plug one end of the supplied short modular cord into the modular jack on the back of the phone.
2. Route the cord through the groove on the bottom of the base. Secure the cord with the tabs.



3. Plug the other end of the cord into a wall plate with a modular phone jack.

On a Wall

1. Drill two holes 3 1/4 inches (82.5 mm) apart, one below the other.
2. Thread two screws (not supplied) into each hole, letting the heads extend about 3/16 inch from the wall. Be sure to

! IMPORTANT !

If an icon appears at the end of a paragraph, go to the box on that page with the corresponding icon for pertinent information.

⚠ **— Warning** **! — Important** **— Note** **— Caution** **— Hint**

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use screws with heads that fit into the keyhole slots on the bottom of the base.

3. Plug one end of the supplied long modular cord into the modular jack on the back of the base.

4. Route the phone cord through the groove on the bottom of the base, securing the cord under the tabs.

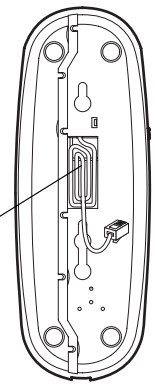
5. Fit the heads of the screw into the keyhole slots, then slide the base down until it is secure.

6. Plug the other end of the cord into a modular phone jack.

On a Desktop

1. Plug one end of the supplied long modular cord into the modular jack on the bottom of the base.

2. Route the phone cord through the groove on the base's bottom. Secure the cord under the tabs along the groove.



3. Plug the other end of the cord into a modular phone jack.

Connecting the Handset

Plug one end of the supplied coiled cord into the handset's modular jack, then connect the other end to the jack on the bottom of the telephone base.

NOTE

Connecting the Handset

Your local RadioShack store sells a variety of longer coiled handset cords, which are especially useful when you mount the phone on a wall.

Set Up the Phone

Do not lift the handset from the base until the Caller ID setup has been completed.

Set Up the Phone

1. Hold down both ▼ **REVIEW** ▲ for about four seconds until **ENTER LANGUAGE**, then **ENG** (flashing) **ESP FRA** appear.

2. Press ▼ or ▲ to select the desired language, then press **DELETE** to confirm. **LCD CONTRAST** and **1 2 3 4 5** appear on the display, and **3** flashes.

3. Press ▼ or ▲ to select the contrast level (from 1-5), then press **DELETE** to confirm. **ENTER AREA CODE** appears, _ _ _ appears and the first _ flashes.

4. Press ▼ or ▲ to select the first number of the area code. Press **DELETE** to confirm the selection.

5. Repeat step 4 to select the second and the third digit.

6. **ENTER TIME DATE** appears and the hour digit flashes.

7. Press ▼ or ▲ to select the desired hour, then press **DELETE** to confirm. **AM** appears for an AM hour, **PM** appears for a PM hour.

8. Repeat step 7 to set the minutes, month, and day.

Setting the Ringer

If you do not want to hear the phone ring, slide **RINGER** to **OFF**. You can still make calls with the ringer off, and you can answer calls if you hear another phone on the same phone line ring. **NEW** flashes when the phone rings, even when the ringer is off.

Setting the Dialing Mode

Slide **TONE/PULSE** to the appropriate setting for your type of service. If you are not sure which service you have, do this simple test.

1. Slide **TONE/PULSE** to **TONE**. Lift the handset and listen for a dial tone.

2. Press any number except **0**. If your phone requires that you dial an access code before you dial an outside number (9, for example), do not press the access code number.

   - If the dial tone stops, you have touch-tone service. Slide **TONE/PULSE** to **TONE**.
   - If the dial tone continues, you have pulse service. Slide **TONE/PULSE** to **PULSE**.

Using Special Tone Services

Some computer services, such as alternate long distance, require tone signals for communications. If you have pulse service, you can still use special tone service by following these steps.

1. Connect to the special service with **TONE/PULSE** set to **PULSE**.

2. When the special service answers, change **TONE/PULSE** to **TONE**, or press * to temporarily switch to tone dialing.

3. When you complete the call, hang up and return the setting to **PULSE**.

OPERATION

Making a Call

1. Pick up the handset and wait for a dial tone.

2. Use the keypad to enter the number you wish to dial. The dialed number appears on the display. If you dial a number over 15 digits, only the last 14 digits appear on the display.

3. When you complete your call, hang up. A few seconds later, the number disappears, and the display returns to normal.

Receiving a Call

When you receive a call, the phone rings and **NEW** flashes. NEW and the caller's number appear on the display. To answer the call, pick up the handset. NEW flashes until you have reviewed all calls.

Timer

This unit is designed with a clock timer to count up to 60 minutes in the off-hook time (in 00:00 format). The timer appears on the display and starts to count up when you dial a number or answer incoming calls.

If you lift the handset and don't dial a number, the timer appears and starts to count up after 10 seconds.

Using Pause

When you manually dial a number, you can have your telephone pause anywhere during the dialing sequence. Simply press **REDIAL/PAUSE** at the desired location, and P appears on the display next to the dialed number.

CALLER ID OPERATION

If you subscribe to a Caller ID service, the phone automatically displays information about calls you receive and stores the information in memory. The system can store up to 64 incoming phone numbers and incoming names into call records.

Reviewing Call Records

1. Repeatedly press ▼ or ▲ to review the new calls. END OF NEW CALL appears when all calls have been reviewed.
2. *To review all the records from oldest to newest,* repeatedly press **REVIEW** ▲.

   To review the records from newest to oldest, repeatedly press ▼ **REVIEW**. After reviewing all records in memory, END OF LIST appears.
3. If an incorrect, invalid or incomplete Caller ID signal is received, LINE ERROR appears on the display.

   If the name and number are not available due to the caller's restriction, PRIVATE CALL appears on the display.

   If the name and number are not available, -UNAVAILABLE- appears on the display.

   RPT appears beside a number if you have received a call from the same phone number more than once.
4. If you do not press a button within about 15 seconds, the system automatically returns to the normal display.

Call Back from Caller ID Memory

1. With the handset on the base, press ▼ or ▲ to find the number to redial.
2. Press **CALL BACK** twice. PICK UP CALL appears.
3. Lift the handset, and the number is automatically redialed.

Select one of the four options below based on your telephone company's requirements to make toll calls within your area code.

Option1

1 + Area Code + 7-digit number (11 digits)

Option 2

1 + 7-digit number (8 digits)

Option 3

Area Code + 7-digit number (10 digits)

Option 4

7-digit number

1. With the handset on the base, press ▼ or ▲ to find the number to redial.
2. Press **CALL BACK**. The 7- or 11-digit number flashes.
3. Press ▼ or ▲ to select one of the above four options.
4. Press **CALL BACK** again to confirm.
5. Pick up the handset, and the selected number is dialed automatically.

Deleting Call Records

You can delete an individual call record, or all call records stored in the system.

To delete a single call record, press ▼ or ▲ until the call record you want to delete appears, then press **DELETE** twice. The record is deleted, and the remaining call records are automatically renumbered.

To delete all of the call records after reviewing all new calls, hold down **DELETE** for about three seconds. ERASE ALL CALLS appears. Press **DELETE**. The system deletes all call records, NO CALLS appear, then TOTAL:00 NEW:00 appears.

FCC STATEMENT

This phone is hearing aid compatible.

Your telephone complies with Part 68 of *FCC Rules* and the requirements adopted by the ACTA. On the back of this product is a label with this product's FCC Product Identification number in the format *DYFMT08B433904*. If requested, you must provide this information to the telephone company.

Note: You must not connect your telephone to:

- coin-operated systems
- most electronic key telephone systems
- party-line systems

NOTE

- If you do not have any special phone services, pressing **FLASH** might disconnect the current call.

Using Pause

- Redial memory holds up to 32 digits, so you can redial long distance, as well as local phone numbers.
- When you redial a number, the telephone pauses for about four seconds at the pause entry. For long pauses, press **REDIAL/PAUSE** again.

Caller ID Operation

- During an incoming call, the phone company automatically sends the correct time between the first and second rings to update your system's display.
- After reviewing all calls, the system resets so that the display shows 0 new calls.

Call Back from Caller ID Memory

- When the caller's phone number has a different area code from the preset area code, 1 and the caller's three digit area code are inserted automatically during memory call back.
- When the caller's phone number has the same area code as the preset one, 1 and the three digit area code are deleted automatically during the memory call back.

Deleting Call Records

- When the phone's memory is full, it automatically replaces the oldest call record with the newest incoming call.
- If you do not press any button within about 15 seconds while the display shows ERASE ALL CALLS, the phone automatically returns to normal display and the call records are not deleted.

NOTE

Surge Protection

Your telephone has built-in protection circuits to reduce the risk of damage from surges in telephone line and power line current. These protection circuits meet or exceed the FCC requirements. However, lightning striking the telephone or power lines can damage your telephone.

Lightning damage is not common. Nevertheless, if you live in an area that has severe electrical storms, we suggest that you unplug your phone when storms approach to reduce the possibility of damage.

Connection to party line service is subject to state tariffs. Contact the state public utility commission, public service commission, or corporation commission for information.

We have designed your telephone to conform to federal regulations, and you can connect it to most telephone lines. However, each telephone (and each device, such as a telephone or answering machine) that you connect to the telephone line draws power from the telephone line. We refer to this power draw as the device's ringer equivalence number, or REN. The REN for your telephone is the digits represented by ##, without a decimal point (e.g., 03 is a REN of o.3), in the Product Identification number found on the bottom of your telephone.

If you use more than one phone or other device on the line, add up all of the RENs. If the total is more than five (three in rural areas), your telephones might not ring. If ringer operation is impaired, remove a device from the line.

In the unlikely event that your phone causes problems on the phone line, the phone company can temporarily discontinue your service. If this happens, the phone company attempts to notify you in advance. If advance notice is not practical, the phone company notifies you as soon as possible and advises you of your right to file a complaint with the FCC.

Also, the phone company can make changes to its lines, equipment, operations, or procedures that could affect the operation of this telephone. The telephone company notifies you of these changes in advance, so you can take the necessary steps to prevent interruption of your telephone service.

THE FCC WANTS YOU TO KNOW

This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the *FCC Rules*. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications.

However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult your local RadioShack store or an experienced radio/TV technician for help.
- If you cannot eliminate the interference, the FCC requires that you stop using your telephone.

Changes or modifications not expressly approved by RadioShack may cause interference and void the user's authority to operate the equipment.

This device complies with Part 15 of the *FCC Rules*. Operation is subject to the following two conditions: (1) this device may not cause harmful interference, and (2) this device must accept any interference received, including interference that may cause undesired operation.

SETUP

Your telephone connects directly to a modular telephone line jack. If your telephone wiring does not have a modular jack, you can update the wiring yourself using jacks and adapters (available at your local RadioShack store), or have the telephone company update the wiring for you. You must use compatible modular jacks that are compliant with Part 68 of *FCC Rules* and the requirements adopted by the ACTA. The telephone cord and modular plug provided is Part 68 compliant for connecting to the telephone company network.

Note: The USOC number of the jack to be installed is RJ11C (or RJ11W for a wall plate jack).

If your home has specially wired alarm equipment connected to the telephone line, be sure that installing the telephone does not disable your alarm equipment. If you have questions about what will disable your alarm equipment, contact your telephone company or a qualified installer.

SERVICE AND REPAIR

If your telephone is not performing as it should, take it to your local RadioShack store for assistance. To locate your nearest RadioShack, use the store locator feature on RadioShack's website (www.radioshack.com), or call 1-800-The Shack (843-7422) and follow the menu options. Modifying or tampering with the telephone's internal components can cause a malfunction and might invalidate its warranty and void your FCC authorization to operate it.

Limited One-Year Warranty

This product is warranted by RadioShack against manufacturing defects in material and workmanship under normal use for one (1) year from the date of purchase from RadioShack company-owned stores and authorized RadioShack franchisees and dealers. EXCEPT AS PROVIDED HEREIN, RadioShack MAKES NO EXPRESS WARRANTIES AND ANY IMPLIED WARRANTIES, INCLUDING THOSE OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED IN DURATION TO THE DURATION OF THE WRITTEN LIMITED WARRANTIES CONTAINED HEREIN. EXCEPT AS PROVIDED HEREIN, RadioShack SHALL HAVE NO LIABILITY OR RESPONSIBILITY TO CUSTOMER OR ANY OTHER PERSON OR ENTITY WITH RESPECT TO ANY LIABILITY, LOSS OR DAMAGE CAUSED DIRECTLY OR INDIRECTLY BY USE OR PERFORMANCE OF THE PRODUCT OR ARISING OUT OF ANY BREACH OF THIS WARRANTY, INCLUDING, BUT NOT LIMITED TO, ANY DAMAGES RESULTING FROM INCONVENIENCE, LOSS OF TIME, DATA, PROPERTY, REVENUE, OR PROFIT OR ANY INDIRECT, SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES, EVEN IF RadioShack HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES.

Some states do not allow limitations on how long an implied warranty lasts or the exclusion or limitation of incidental or consequential damages, so the above limitations or exclusions may not apply to you.

In the event of a product defect during the warranty period, take the product and the RadioShack sales receipt as proof of purchase date to any RadioShack store. RadioShack will, at its option, unless otherwise provided by law: (a) correct the defect by product repair without charge for parts and labor; (b) replace the product with one of the same or similar design; or (c) refund the purchase price. All replaced parts and products, and products on which a refund is made, become the property of RadioShack. New or reconditioned parts and products may be used in the performance of warranty service. Repaired or replaced parts and products are warranted for the remainder of the original warranty period. You will be charged for repair or replacement of the product made after the expiration of the warranty period.

This warranty does not cover: (a) damage or failure caused by or attributable to acts of God, abuse, accident, misuse, improper or abnormal usage, failure to follow instructions, improper installation or maintenance, alteration, lightning or other incidence of excess voltage or current; (b) any repairs other than those provided by a RadioShack Authorized Service Facility; (c) consumables such as fuses or batteries; (d) cosmetic damage; (e) transportation, shipping or insurance costs; or (f) costs of product removal, installation, set-up service adjustment or reinstallation.

This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

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